Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) In a <u>RF</u> communication system using a packet network for distributing packets between endpoints desiring to participate in talkgroup calls, the endpoints including a plurality of consoles distributed among one or more console sites <u>wherein each console of the plurality of consoles is coupled to a router</u>, a method comprising:

   receiving a call request for a talkgroup call <u>wherein the talkgroup call is between communication units of the RF communication system</u>;

   identifying a number of priority consoles requesting participation in the talkgroup call;

   identifying, ~~based on a location of the priority consoles,~~ a number of priority console sites for the talkgroup call <u>based on whether the talkgroup call is a priority</u>;

   determining, for one or more console site links of the packet network serving the priority console sites, an availability of bandwidth; and

   granting the call request if sufficient bandwidth is available for each of the one or more console site links.

2. (original) The method of claim 1, wherein the step of identifying a number of priority consoles comprises:

   receiving, by a call controller from one or more consoles, a message requesting priority participation in the talkgroup call; and

   designating the one or more consoles as priority consoles.

3

3. (original) The method of claim 1, wherein the step of identifying a number of priority consoles comprises:

receiving, by a call controller from a management device, information identifying one or more consoles as priority consoles; and

based on the information, designating the one or more consoles as priority consoles.

4. (original) The method of claim 1, wherein the step of identifying a number of priority console sites comprises:

determining a location of one or more priority consoles at one or more console sites; and

designating the one or more console sites as priority console sites.

5. (original) The method of claim 1, wherein the step of determining an availability of bandwidth comprises determining a number of call units of bandwidth supportable by the one or more console site links.

6. (original) The method of claim 1, further comprising:

busying the call request, yielding a busied call request if, at a time of the request, sufficient bandwidth is not available for each of the one or more console site links; and

granting the busied call request at a later time if, at the later time, sufficient bandwidth becomes available for each of the one or more console site links.

7. (original) The method of claim 1, comprising:

granting the call request even if sufficient bandwidth is not available on a console site link of the one or more console site links, by pre-empting one or more active calls as needed to sufficiently increase the available bandwidth on the console site link.

8. (original) The method of claim 7, wherein the step of pre-empting one or more active calls comprises pre-empting a number of active calls designated as non-priority calls on the console site link.

4

9. (original) The method of claim 8, comprising:

receiving, by a call controller from one or more consoles, a message requesting non-priority participation in the talkgroup call; and

designating the one or more consoles as non-priority consoles.

10. (original) The method of claim 8, comprising:

determining a volume threshold for priority calls;

designating a call as a non-priority call if it is being monitored at a volume less than the volume threshold.

11. (original) The method of claim 8, comprising:

designating a call as a non-priority call if the call is in hang-time.

12. (currently amended) In a RF communication system using a packet network for distributing packets between endpoints desiring to participate in talkgroup calls, the endpoints including a plurality of consoles distributed among one or more console sites, the console sites being connected to the packet network by console site links wherein each console of the plurality of consoles is coupled to a router, a method comprising:

receiving a call request for a talkgroup call wherein the talkgroup call is between communication units of the RF communication system;

identifying a number of priority consoles requesting participation in the talkgroup call;

identifying as priority console sites, any console sites including one or more priority consoles for the talkgroup call;

identifying as non-priority console sites, any console sites not including one or more priority consoles for the talkgroup call;

determining, for a number of priority console site links associated with the priority console sites, an availability of bandwidth; and

granting the call request, yielding an active talkgroup call, if sufficient bandwidth is available for each of the priority console site links.

5

13. (original) The method of claim 12, wherein the step of determining an availability of bandwidth comprises determining numbers of call units of bandwidth supportable by the priority console site links.

14. (original) The method of claim 12, comprising:

granting the call request even if sufficient bandwidth is not available on a priority console site link of the number of priority console site links, by pre-empting one or more active non-priority calls supported by the priority console site link to sufficiently increase the available bandwidth on the priority console site link.

15. (original) The method of claim 12, wherein the step of granting the call request comprises sending payload associated with the talkgroup call to the priority console sites, if sufficient call units of bandwidth are available for the priority console site links.

16. (original) The method of claim 12, further comprising:

determining, for a number of non-priority console site links associated with the non-priority console sites, an availability of bandwidth; and

granting one or more non-priority console sites into the call, if sufficient bandwidth is available on the non-priority console site links.

17. (original) The method of claim 16, wherein the step of determining an availability of bandwidth comprises determining numbers of call units of bandwidth supportable by the non-priority console site links.

18. (original) The method of claim 17 wherein the step of granting one or more non-priority console sites into the call comprises:

sending payload associated with the talkgroup call to the one or more non-priority console sites, if sufficient call units of bandwidth are available for the one or more priority console site links.

6

19. (original) The method of claim 18, comprising:

    not sending payload associated with the talkgroup call to a non-priority console site, if sufficient call units of bandwidth are not available to the non-priority console site; and

    notifying a console at the non-priority console site, that it is not receiving payload associated with the talkgroup call.

20. (original) The method of claim 19 comprising:

    receiving, from the console at the non-priority console site, a message indicating a desire to change its priority status for the talkgroup call;

    in response to the message, designating the console as a priority console and changing the non-priority console site to a priority console site for the talkgroup call;

    pre-empting one or more non-priority calls as needed to sufficiently increase the available bandwidth on the console site link associated with the priority console; and

    sending payload associated with the talkgroup call to the priority console, if sufficient call units of bandwidth are available for its associated console site link.

21. (original) The method of claim 19 comprising:

    activating, by the console at the non-priority console site, a PTT switch indicating a desire to source payload for the talkgroup call;

    changing a priority status of the console to a priority console for the duration of the call.

7